



City of Torrance Player Rating System

v.3.12.14

In order to respond effectively to complaints about the current state of the divisions within the Roller Hockey program, staff has designed a rating system to ensure a safe, competitive, and fun environment. Just as any system, minor tweaks may be necessary to increase stability and effectiveness. If you have any questions, concerns, comments or otherwise please contact us at CDonahue@TorranceCA.Gov.

Disclaimer: Each player is given an initial player rating and is determined, in part, by season performance and by his/her contributions (stats and influence) on those games. The ratings are posted on the City website and are subject to all policies herein. These policies will be followed in addition to those provided in the Torrance Roller Hockey supplemental rules.

1- Player Classification Breakdown

- a. **Gold- Players of advanced skill:** have played professionally OR semi professionally AND/OR have been active in tournament play, consistently impact a division with high point totals, possess/demonstrate a strong skill set in all categories of play. A Gold level player will influence the outcome of the games.
- b. **Silver- Players of advanced to high-intermediate skill:** have some tournament experience OR possess/demonstrate a proficient skill set in most categories of play. A Silver level player will influence games most of the time.
- c. **Bronze Upper/40+Upper- Players of high-intermediate skill:** have little to no tournament/professional experience, possess/demonstrate a proficient skill set in most categories with a few deficiencies AND/OR in need of minor improvements in one/two categories. A Bronze Upper level player will only make a difference slightly more than half the time.
- d. **Bronze Lower- Players of low to middle-intermediate skill:** have only recreation division experience, possess/demonstrate an intermediate skill set in all categories OR possess/demonstrate a proficient skill set in one/two categories but are significantly lacking in one or more areas. A Bronze Lower level player will infrequently affect the outcome games.
- e. **Copper/40+ Lower- Players of upper-novice skill level:** are one small step from obtaining intermediate skill status (i.e., on their way up) AND/OR need a season to refresh their skills after taking a hiatus from the sport, possess/demonstrates a good "natural" skill set. A Copper level player is not capable of taking control of a game OR may influence games very infrequently.



- f. **Tin- Players of middle-novice skill level:** have a better overall skill set than those of Coed level players AND/OR are no longer considered "beginners" to the sport. The current rules provided allow for players of both Tin AND Coed level to participate together in either league.
EXCEPTION: Coed division TEAMS are limited to 5 Tin level players per roster. A Tin level player will influence most games, while playing on a Coed level TEAM. **Tin level Rosters are subject to approval prior/during registration.**
- g. **Coed- Players of low-novice skill level:** (introduced in 2009) have an "introductory" skill level OR have a low skill set in most categories AND/OR are Tin level players who want to participate in a Coed division. **SPECIAL RULE EXCEPTIONS: (1)** Each team must have at least 2 women on the roster and, at least, one woman must be on the playing surface at all times. **(2)** Tin level players may play in Coed divisions; a MAXIMUM of 5 Tin level players per roster. **Coed level rosters are subject to approval. Rosters not approved prior to start of season OR players not approved prior to playing shall subject to removal based on the current player rating system or any aforementioned rules within the new rating system policy.**

2- **Individual Player Ratings**

Each season, staff will assess each player to ensure they have an initial rating. Staff will take all into consideration **BELOW** to rate a player into one of the 7 skill classes. Goalies will be rated by performance within their divisions and statistics. The player rating list will be posted online for everyone to view; the list is in alphabetical order for each class. There is no rating system within each classification (for instance, one Gold level player will not be listed as higher than another Gold level player); these determinations will be subject to the categories below upon review.

- a. Skating- Forwards/Backwards/Transitioning/Speed/Stopping
- b. Shooting- Forehand/Backhand/SlapShot/Accuracy/Scoring
- c. Puck Handling- Control/Technique
- d. Passing- Accuracy/Technique
- e. Positioning & IQ- Awareness
- f. Passive/Aggressive Rating
- g. The players ability to influence the game or control the play in the level
- h. Statistical information (HRI) & Past Statistical information
- i. Peer Evaluation- What do the other participants think of the player

3- **Rules & Regulations**- Subject to amendment at the end of each season, if necessary.

- a. Players will be allowed to participate in ONLY one skill class down from the current rated level, but **NOT** more than one skill class down.
- b. Teams are restricted to only 2 players from the skill class above with the exception of the Tin-Coed level. Coed should have no more than 5 players from the Tin level per team. **Tin AND Coed level Rosters are subject to approval prior/during registration (see additional information in the "Player Classification Breakdown" section).**



- c. New Players who do not have a rating will get a rating within their first 3 games of play. Any new player exceeding the skill division by 2 or more skill classes will be removed immediately. Teams found to have purposely placed an overqualified player on their team will be subject to forfeit. *Not knowing how good a player is will not be accepted as an excuse.*
 - d. Players who are recognized as needing to be reevaluated during the season (skill increase or decrease) shall be, but an increased/decreased rating will not take effect until the next season. Teams will not be allowed to add or remove players based on a rating change during the season.
- 4- **Rating Protests**- We recognize that there will be participants who may not agree with either the rating system altogether or the current ratings of a player or player(s). Below is the process for handling such situations:
- a. **Individual Player rating protest**- If you disagree with a player rating you must submit a written email to Rollerhockey@TorranceCA.Gov. State the current rating of the player and please provide examples of why you think this is an unfair or incorrect rating. Staff will then reevaluate the player through an internal process from the list above in Section 2. Staff will report these findings to the Supervisor for review by the Adult Sports program and notification of the findings will be sent back before the end of the season. As stated above in Section 3, ratings changed during the season will not take effect until the following season.
 - b. **Complaints about the System**- If you have any complaints or suggestions about the classification or rating system please email CDonahue@TorranceCA.Gov.